

nintendo  
**Wi-Fi**  
connection

NINTENDO DS™

# RACE DRIVER™

CREATE **S** RACE™



**codemasters™**

**INSTRUCTION BOOKLET**

**EmuMovies**

**PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.**

**IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.**

### **WARNING - Seizures**

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions  
Altered vision**

**Eye or muscle twitching  
Involuntary movements**

**Loss of awareness  
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
  1. Sit or stand as far from the screen as possible.
  2. Play video games on the smallest available television screen.
  3. Do not play if you are tired or need sleep.
  4. Play in a well-lit room.
  5. Take a 10 to 15 minute break every hour.

### **WARNING - Radio Frequency Interference**

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

### **WARNING - Repetitive Motion Injuries and Eyestrain**

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

### **WARNING - Battery Leakage**

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

## **Important Legal Information**

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

REV-E

*The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.*



Nintendo does not license the sale or use of products without the Official Nintendo Seal.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS  
Single-Card  
Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



Wireless DS  
Multi-Card  
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.



Rumble Pak  
Compatible  
(sold separately)

THIS GAME IS COMPATIBLE WITH THE RUMBLE PAK ACCESSORY.



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**Nintendo**

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# INTRODUCTION

Welcome to RACE DRIVER: CREATE AND RACE. Experience the thrills of being a professional racing driver and design and create race circuits to challenge the rest of the world.

The gauntlet has been thrown down. Become the master of the racing world or vanish into obscurity forever!

Design and build your own unique circuits, test them, improve them and then race other people wirelessly and online.

The career of a professional racing driver is not an easy one; you'll contend not only with a multitude of racing styles and types of vehicle, but also with a series of driving challenges and time trials before you are ready to compete for the position of best in the world.

As you progress through the World Tour, you will unlock more championships, tracks and vehicles for Simulation and Multiplayer Modes, and earn valuable Reward Points with which to purchase new challenges, items, and other bonuses.



# STARTING THE GAME

Confirm that your Nintendo DS™ is turned off, then insert the RACE DRIVER: CREATE AND RACE Game Card into the Game Card slot and turn the power on. After the **Health and Safety Screen** is displayed, touch the Touch Screen to continue. If you would like to use the Rumble Pak, insert the Rumble Pak into the Game Boy® Advance Game Pak slot before turning the power on.

On the **Nintendo DS Menu Screen**, touch the RACE DRIVER: CREATE AND RACE Panel and the **Title Screen** will appear.

If the Nintendo DS system has been set to AUTO MODE, the game will load automatically. Please see the Nintendo DS Instruction Booklet for details.

The in-game language depends on the one that is set on the system. In this game you can choose between five different languages: English, French, Italian, German and Spanish. If your Nintendo DS system is already set to one of them, the same language will be displayed in the game. If your Nintendo DS is set to another language, then the in-game default language will be English. You can change the in-game language by changing the language setting of your system, or by selecting the **Options Menu** from within the game. For further instructions about how to change language settings on your system, please refer to the Nintendo DS Instruction Booklet.

When playing for the first time you will first be asked to enter a Player Name using the virtual keyboard that appears on the **Touch Screen**. Touch buttons on the **Touch Screen** to enter letters. Use the Backspace button to delete letters and the Enter button when you are ready to continue. You can change your Player Name once in the game by selecting the **Options Menu**.

**NOTE:** RACE DRIVER: CREATE AND RACE will automatically save any changes to your Game Progress, Records or Options as you play the game.

RACE DRIVER: CREATE AND RACE only supports a single player profile or save game. You can delete your save game and reset the game to its original state via the Options Menu (see p.39).

## THE MAIN MENU

After viewing the title sequences, the **Main Menu** will appear. This menu allows you to select from the different Game Modes that you have unlocked, use the Track Designer to create your own circuits, access the Extras Menu and change the Game Options.

**NOTE:** You can make choices on the Main Menu screen by either using the Touch Screen to make selections by touching them or by using the following buttons:

<b>MAKE MENU SELECTIONS:</b>	<b>+CONTROL PAD OR TOUCH SCREEN</b>
<b>CONFIRM SELECTION:</b>	<b>A BUTTON OR TOUCH SCREEN</b>
<b>CANCEL SELECTION OR GO BACK:</b>	<b>B BUTTON OR TOUCH SCREEN</b>

The main single player game mode is World Tour (see p.8 for more details).

Free Races, Time Trials and Challenges are all accessed from the Simulation Menu (see p.11 for more details).

For information about Multiplayer game modes see (p.15)

For instructions on using the Track Designer see (p.27)

For information about the Extras Menu see (see p.36)

For details on how to change the game's settings see Options Menu (see p.39)

## CONTROLS

Please see the following information on how to control your vehicle.

### AUTOMATIC GEAR SHIFT

When your options are set to use Automatic Gear Shifting, the controls marked white and red are used:



### MANUAL GEAR SHIFT

When your options are set to use Manual Gear Shifting, the controls marked white and blue are used: Manual Gear Shift Control can be selected via the Options Menu (see p.39).

**NOTE:** Pro Tour Game Mode forces you to use Manual Gear Shifting.



## THE GAME SCREEN



### LAP COUNTER:

Shows current lap.

### RACE POSITION:

Your position in the field of competitors.

### CAR BEHIND INDICATOR:

Indicates when another car is close behind you, and its position relative to your car.

### CIRCUIT MAP:

Your position and the position of your nearest competitors. Your Car is shown in Red, the race Leader in Yellow.

### ACTIVE FLAG:

When Flags are shown they will appear here. See Rules and Flags (p.9)

### RACE TIME:

The total race time elapsed so far.

### LAP TIME:

The time elapsed on your current lap.

### MESSAGE DISPLAY:

Important messages about rules will appear here.

### REVS:

Your current engine speed (RPM).

### GEAR:

The gear you are currently in.

### SPEED:

Your current speed.

## THE GAME SCREEN

### DAMAGE INDICATORS:

*Illuminate from yellow (minimal) to red (serious) as parts of your vehicle become damaged. If a part becomes so damaged that you cannot finish in a competitive position, you may want to retire or head to the pits to get it repaired.*



**GEARS:** damage to your gearbox could impair your ability to reach top speeds or shift effectively from gear to gear.



**STEERING:** as your steering becomes damaged you will be less able to hold a straight line and your vehicle's responsiveness will be reduced.



**SUSPENSION:** suspension damage will affect road holding and cornering abilities.



**ENGINE:** If your engine becomes damaged, your performance can be seriously reduced.



**WHEELS:** Wheel damage will affect acceleration, braking and steering.

## WORLD TOUR

*In this single player game you race through a series of tiered championships featuring different cars and circuits, unlocking Championships in Simulation and Multiplayer Modes as you progress.*

*When you first start World Tour, you will be taken straight into the action with a single lap race. You only need to finish this lap to continue to the main World Tour game.*

*Once you have completed this introductory race, you will see the World Tour Menu. This shows you the Tier you are currently competing in and the Championships available within that Tier. You must complete at least one Championship in each Tier to progress to the next one up. Your overall progress in World Tour Mode is also displayed on the World Tour Menu.*

*Each World Tour Championship consists of one or more races against seven opponents. You score points based upon your finishing position in each race and then your total points will determine your final placing. If you succeed in matching or beating the Objective for that Championship, then it will be complete and you can move onwards.*

*Within each Championship, the game will be automatically saved as you complete each race. You can therefore quit World Tour mode after each race and then return to it at a later point.*

*If you finish a World Tour Championship but do not accumulate enough points to meet the Objective, then you will have the opportunity to restart the last race and attempt to get the points you need. If you cannot complete a Championship due to lack of points at any time, then you will need to start it from the beginning again.*

*As well as unlocking Championships and Circuits to use in Simulation and Multiplayer Modes, you will also earn Reward Points as you progress (see p.36).*



## PIT STOPS

If your car is suffering from damage and you have enough time remaining, it may be time to come into the pits. Look out for the Pit Sign as you drive around the circuit, then follow the pit lane entrance until your car is automatically driven through the pits.

How long you must spend in the Pits to repair your car will be determined by how damaged it is - a timer will count down to show you the time remaining. You can choose to Cancel Repairs and exit the pits by pressing the **B Button**.

**NOTE:** As your speed is limited in the Pit Lane, you will still lose time on entry and exit, whether you go ahead with the Repairs or not.

## RULES AND FLAGS

As you compete in races, Flags will be displayed on screen to give you information about race conditions and any breaches of the rules. If you repeatedly breach the same rule in a single race, then you may be black flagged and penalized with either a Time Penalty or a Drive Through Penalty.

Time Penalties will be automatically added to your overall time at the end of the race, which may cost you positions and points.

If you receive a Drive Through Penalty, then you must head to the pits within one lap and drive slowly through the pits to serve the penalty.

Continued breaches of Race Rules, or a failure to serve a Drive Through Penalty, can result in you being Disqualified completely from the race.

## THE FLAGS THAT CAN APPEAR ARE:



Commonly referred to as the passing flag and indicates that a driver should be aware of a faster car attempting to lap them.



The black flag indicates that the driver has received either a timed or pit penalty.



The yellow flag is displayed as warning of an accident ahead. Overtaking is forbidden while the yellow flag is out.



The green flag (waved after yellow) signals the end of a caution period. Drivers can resume to race speed.



The white flag indicates that the driver has commenced their last lap of the race.



A black and white diagonally divided flag is shown to drivers for unsportsmanlike behavior on the track such as careless driving or corner cutting.



A black flag with an orange circle indicates Critical Damage and is shown when your vehicle has sustained a lot of damage. A pit stop is required.



## PRO TOUR

Once you have completed World Tour Mode, Pro Tour mode will become unlocked. This is a much harder and more authentic version of the single player Tour. As well as your opponents being much tougher, rules being more strictly enforced and damage being more realistic, you must also drive with Manual Gear Shifts enabled in Pro Tour.

As with World Tour Mode, completing Pro Tour championships will earn you valuable Reward Points to spend in the Rewards Shop.

## SIMULATION

The Simulation Menu is where you can access three additional Game Modes: **Free Race**, **Time Trial** and **Challenge**.

### FREE RACE

Free Race Mode allows you to create your own single player Championship from those you have unlocked, as well as create a Custom Championship made up of circuits you have built in the Track Designer.

Upon first selecting Free Race Mode from the Simulation Menu, you will next select a Championship to race in from those you have unlocked. If you wish to create a Championship consisting of circuits you have built, then select Custom Championship from this Menu.

You will next be asked to select which tracks you wish the Championship to consist of. Select a Track from those available by pushing **Left** or **Right** on the **+Control Pad**, add tracks by pushing **Down** on the **+Control Pad**, and delete tracks by pressing the **X Button**.

You can choose to race a Full Calendar for each Championship, which will consist of all of the tracks in the correct order by pressing the **Y Button**.

You can also use the Touch Screen to select any of these options by touching the buttons or arrows displayed.

Once you have selected the tracks in your Free Race Championship, you next set a number of options about the races themselves. You can choose between Normal and Hard difficulty, whether to have practice and qualifying sessions before each race, where you would like to begin on the grid (if Qualifying is disabled) and the number of laps for each race. Return all of these Options to their default settings by pressing the **Y Button**.

The final menu in Free Race is where you select a vehicle to race in from those available in that Championship. Push **Left** or **Right** on the **+Control Pad** to select a Driver, team and vehicle.

If you are racing in a Custom Championship, you will first be asked to select a type of Car to use before being asked to select a Livery to race in.

### TIME TRIAL

Time Trial Mode allows you to race against the clock on any of the circuits you have unlocked in World Tour Mode.

Select a Championship, Circuit and Vehicle before beginning the Time Trial.

Once you have completed a lap, a ghost car will represent your best time for the track you are on. Simply keep beating the ghost to keep improving your time.

**NOTE:** Ghost laps are not saved to the Game Card in RACE DRIVER: CREATE AND RACE, so if you reset your Nintendo DS, then your best times will be saved, but your ghost laps will not.

You can race as many laps as you wish in each Time Trial. To Quit a Trial, press **START** to pause the game and then select End Session or you can enter the pit lane.

Once you have achieved a Record Lap Time for one of the Championship courses, it will be automatically saved. You can now compare your best lap times against the best lap times posted online via the Records Menu (see p.37).

## CHALLENGE

*In Challenge Mode, you must attempt to pass a series of varied driving challenges to unlock new Challenges and earn Reward Points.*

*Initially only three Challenges are unlocked and available to play, but as you complete them, new Challenges will become available. Additional Challenges can also be purchased in the Rewards Shop, once they are unlocked.*

*Each Challenge has its own scoring and objectives which are detailed before the Challenge begins. To pass a Challenge, you must get at least one star. Once you have achieved this you can keep replaying the Challenge to obtain two or three stars, earning further Reward Points as you do.*

*Challenges will be failed if the time runs out or you receive three Red Flags, which are shown on the Game Screen.*

*Challenges take place in various vehicles and circuits as well as in the special Challenge Car Park.*

### ACCELERATION AND BRAKING CHALLENGE

*In this Challenge, starting from a standing start you must accelerate to the highest speed you can before braking in time to stop within a marked area. Results will be determined based upon the top speed you reached, and how close to the area you were when you stopped. If you hit a traffic cone in this Challenge you will receive three Red Flags and fail the Challenge.*

### STEERING CHALLENGE

*In Steering Challenges you must drive as quickly as possible through a series of Gates that appear on the course ahead. Results will be determined by how quickly you reach the end of the course. You will receive a Red Flag for each Gate that you miss.*

### RACING LINE CHALLENGE

*In this Challenge you must drive around a section of circuit, following a marked Racing Line, within a fixed time limit. You will be awarded points for how close you are to the Racing Line at each point on the course, and Results are based upon the total points scored. You must reach the end of the course before the time runs out or you will fail the Challenge.*

### SPEED CHALLENGE

*Speed Challenges are about achieving the highest average speed over a single lap of a circuit. Results are determined based upon the average speed reached. You will fail a Speed Challenge if you drive off course too much or cut corners.*

### MANOEUVRING CHALLENGE

*In this Challenge you must drive through a course laid out in cones within a fixed time limit, passing through a series of Gates that appear one by one. Results are determined by how quickly you reach the end of the course. You will fail the Challenge if you hit three cones or the timer runs out.*

### OVERTAKING CHALLENGE

*In Overtaking Challenges you must catch and pass a set number of opponents within a fixed time limit. Results are determined by the time taken to pass the requisite number of cars.*



## MULTIPLAYER

There are three Multiplayer Game Modes in RACE DRIVER: CREATE AND RACE:

**Multi-Card Play** allows two to four players who all have a copy of the game to play wirelessly.

**Single-Card Play** allows two to four players to play wirelessly when only one player has a copy of the game.

**Nintendo Wi-Fi Connection Play** allows two to four players to play online using the Nintendo Wi-Fi Connection.

### MULTI-CARD PLAY

To play a Multi-Card game, all players must have a copy of RACE DRIVER: CREATE AND RACE. To begin you must first decide which player is going to be the Host of the game. Each Multi-Card Game has one Host System and one to three Client Systems. The Host System will set up the game and choose which Championship to compete in.

The Host player first selects Create Game from the Multi-Card Menu. They will now see a Lobby screen where they wait for other players to connect. Each of the Client players now select Join Game to connect to the Host, and then choose the game to join. Once all players appear on the Host's Lobby screen they should press the **A Button** to Accept.

The Host player next selects a Championship to race in from those they have unlocked on their game card.

**NOTE:** Client players do not need to have Championships unlocked on their respective game cards in order to play in them.

If the Host Player has custom tracks they have created in the Track Designer saved on their Game Card, then they can select the Custom Championship at this point to race on one or more of them.

The Host now selects Tracks to race on using the Track Selection Menu. They can change Tracks by pressing **Left** or **Right** on the **+Control Pad**, add tracks by pushing **Down** on the **+Control Pad** and delete tracks by pressing the **X Button**. They also have the option of racing a Full Calendar for that Championship by pressing the **Y Button**.

Once Tracks have been selected, the Host defines the Setup of the Championship, choosing Difficulty, Grid Positions and Race Length.

Finally all connected players can choose a vehicle to race with using the Vehicle Selection Menu. All players must choose a different livery, so as each one is selected they will disappear on other player's Vehicle Selection Menus.

If any of the players have a Customized Livery saved to their Game Card (see p.25), then they can toggle between this Livery and the standard ones by pressing the **Y Button** on the Vehicle Selection Menu.

Each of the races in the Championship will now play out as normal with computer controlled racers making up the numbers, and points being scored based on final race positions.

Client players can Retire from a race at any time, or drop out of the Championship all together. The Host Player can also Retire from a race, but if they Retire from a Championship or reset their Nintendo DS, then the game will end for all players.

Results against other players in Multi-Card games will automatically be saved to the Game Card and can be viewed via the Records Menu.

## SINGLE-CARD PLAY

Follow these instructions to play the Single-Card game with only one Game Card. The player with the Game Card is referred to as the Host system, all other players are Client systems.

### CONNECTION PROCEDURES

#### HOST SYSTEM:

1. Make sure the power is turned off on all systems, and insert the Game Card into the Host system.
2. Turn the power on. If the Start-up Mode of your system is set to MANUAL MODE, the Nintendo DS Menu Screen will be displayed. In case it is set to AUTO MODE, skip the next step and go on with step 4.
3. Touch the RACE DRIVER: CREATE AND RACE Panel.
4. Now follow the Single-Card Play instructions opposite.

#### CLIENT SYSTEMS:

1. Turn the power on. The Nintendo DS Menu Screen will be displayed.

**NOTE:** Make sure the Start-up Mode of you system is set to MANUAL MODE. For further details on how to set up the Start-up Mode, please refer to the Nintendo DS Instruction Booklet.

2. Touch DS DOWNLOAD PLAY. The Game List Screen will appear.
3. Touch the RACE DRIVER: CREATE AND RACE Panel.
4. You will be asked to confirm your choice. Touch YES to download game information from the Host System.
5. Now follow the Single-Card Play instructions opposite.

## PLAYING SINGLE-CARD GAMES

The Host player first selects Create Game from the Single-Card Menu. They will now see a Lobby screen where they wait for other players to connect. Each of the Client players must now download the game as described on previous page, before they are automatically connected to the game.

Once all players appear on the Host's Lobby screen they should press the **A Button** to Accept.

Single-Card games only feature a single Championship and a limited selection of Circuits to race on.

The Host now selects Tracks to race on using the Track Selection Menu. They can change Tracks by pressing **Left** or **Right** on the **+Control Pad**, add tracks by pushing **Down** on the **+Control Pad** and delete tracks by pressing the **X Button**. They also have the option of racing a Full Calendar for that Championship by pressing the **Y Button**.

Once Tracks have been selected, the Host defines the Setup of the Championship, choosing Difficulty, Grid Positions and Race Length.

Finally all connected players can choose a vehicle to race with using the Vehicle Selection Menu. All players must choose a different livery, so as each one is selected it will disappear on other player's Vehicle Selection Menus. Only a limited selection of cars and liveries are available in Single-Card games.

Each of the races in the Championship will now play out as normal with computer controlled opponents making up the numbers, and points being scored based on final race positions.


Client players can Retire from a race at any time, or drop out of the Championship all together. The Host Player can also Retire from a race, but if they Retire from a Championship or reset their Nintendo DS, then the game will end for all players.

Results against other players in Single-Card games will automatically be saved to the Game Card and can be viewed via the Records Menu.



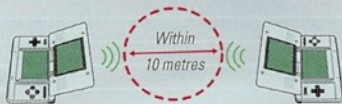
## GUIDELINES FOR COMMUNICATIONS


For best results when using the wireless communications feature, follow these guidelines.

The  icon is an indicator of wireless communications. It appears on the **Nintendo DS Menu Screen** or **Game Screen**.

The DS wireless icon indicates that the associated choice will activate the wireless communications function.

DO NOT use DS Wireless Communications in prohibited areas (such as in hospitals, on airplanes etc.). For further information regarding the usage of the wireless communications function, please refer to the separate Health and Safety Precautions Booklet included with your Nintendo DS system.



The  icon, which is displayed during wireless communications, is an indicator of the current wireless signal strength. There are four levels of signal strength. A stronger signal reception will provide smoother wireless communications play.

When wireless communications are in progress, the Power Indicator LED will blink rapidly.



### FOR BEST RESULTS FOLLOW THESE GUIDELINES:

- Begin with the distance between systems at about 10 metres (30 feet) or less and move closer or farther away as desired, keeping the signal strength at two or more bars for best results.
- Keep the maximum distance between systems at 20 metres (65 feet) or less.
- The systems should face each other as directly as possible.
- Avoid having people or other obstructions between the Nintendo DS systems.
- Avoid interference from other devices. If communications seem to be affected by other devices (wireless LAN, microwave ovens, cordless devices, computers), then move to another location or turn off the interfering device.

## NINTENDO WI-FI CONNECTION PLAY

### NINTENDO WI-FI CONNECTION

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

Nintendo Wi-Fi Connection allows multiple RACE DRIVER: CREATE AND RACE owners to play together over the internet- even when separated by long distances.

- To play Nintendo DS games over the internet you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection Instruction Booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.
- If you do not have a wireless network device installed on your PC, you can order a Nintendo Wi-Fi USB connector (sold separately). See the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC adaptor to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC games at selected internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection Instruction Booklet or online at [www.nintendowifi.com/terms](http://www.nintendowifi.com/terms).

For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hotspots, visit [www.nintendowifi.com](http://www.nintendowifi.com) (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

The nickname you use will be seen by others when playing multiplayer games using Nintendo WFC.

To protect your privacy, do not give out personal information such as last name, phone number, birth date, age, e-mail or home address when communicating with others.

### NINTENDO WI-FI CONNECTION FIND GAME

To begin a game of Nintendo Wi-Fi Connection Play, you first select Find Game from the Menu. If you cannot connect to the Nintendo Wi-Fi Connection at this time, then choose Nintendo WFC Setup and follow the instructions in the separate Nintendo Wi-Fi Connection Instruction Booklet.

Once Find Game is selected and you have successfully connected to Nintendo WFC, you must first choose the criteria for the game. You can choose to attempt to match to players who match one of the following Criteria:

- **Any Player, Any Rank:** Match to any player in the world.
- **Friends Only:** Match only to registered Friends.
- **Rivals Only:** Match only to registered Rivals.
- **Friends and Rivals Only:** Match only to registered Friends and Rivals.
- **Match my Rank:** Match to any player with a similar ranking or ability to yourself.

These criteria are always used when matchmaking, and will never be bypassed.

You can also choose the ideal number of players you would like to take part in the game including yourself.

**NOTE:** It may not always be possible to connect you to this many other players who match your Ranking Criteria.

If you now press the **A Button** to Accept these Criteria the game will begin to look for other connected players who match. After players have been found that match your criteria, the game will progress to the Nintendo WFC Setup Menus.

## FRIEND CODES MENU

You also have the opportunity to Register Friends on the Find Game Menu. Press the **Y Button** to go to the Friend Codes Menu. Here you can view all of the Friends you currently have registered by pressing **Left** and **Right** on the **+Control Pad**. Delete a Friend by pressing the **X Button**, and Add a new friend, or view your own Friend Code by pressing the **Y Button**.

If you choose to add a Friend, then you will be taken to a screen with a number pad on it. Simply enter your friend's Friend Code by touching the numbers on the number pad and then pressing the **A Button** to accept.

The Friend Code Menu can also be accessed offline when not connected to the Nintendo Wi-Fi Connection, by selecting it from the Nintendo Wi-Fi Connection Play Menu. This allows you to manually enter Friend Codes and save them to your Game Card.

**NOTE:** Friend Codes are locked to the Game Card and Nintendo DS you are using. If you use your RACE DRIVER: CREATE AND RACE Game Card in a different Nintendo DS, then your codes will be lost.

## RIVALS MENU

You also have the opportunity to manage your list of Rivals by pressing the **X Button** on the Find Game Menu.

Rivals are people that you have played at least one game of RACE DRIVER: CREATE AND RACE online with before, and both of you have agreed to become rivals.

You cannot add Rivals at this menu- this is done at the end of a Nintendo Wi-Fi Connection Championship, provided both players agree. You can view your current Rivals here though, and delete them by pressing the **X Button**.



## NINTENDO WI-FI CONNECTION CHAMPIONSHIPS SETUP MENUS

Once players have been successfully matched on the Nintendo WFC, all players will next be asked to Vote for a Championship to compete in. Each player selects which Championship they would prefer to play from those unlocked.

Players who have completed tracks created in the Track Designer also have the opportunity to select the Custom Championship at this point, should they wish to race on their own and other people's tracks.

A timer will count down during this voting procedure- any player who does not Vote within the time limit will not get an opportunity to affect the outcome. Once all connected players have voted on a Championship, the results of this vote will determine which Championship is raced.

Next each of the players selects a vehicle to race with using the Vehicle Selection Menu. All players must choose a different livery, so as each one is selected it will disappear on other players' Vehicle Selection Menus.

If any of the players have a Customized Car saved to their Game Card (see p.25), then they can toggle between this Car and the standard ones by pressing the **Y Button** on the Vehicle Selection Menu.

Once vehicles have been chosen, the Championship will begin.

## NINTENDO WI-FI CONNECTION CHAMPIONSHIP GAME PLAY

Nintendo Wi-Fi Connection Championships follow a fixed pattern of three laps of three circuits/tracks. Players do not get the opportunity to select circuits to race, or to change the setup of the races themselves.

Championships follow the normal pattern with points being awarded for each race and total points determining the final placing.

There are no computer controlled racers in Nintendo Wi-Fi Connection Championships.

The game cannot be paused during a Nintendo Wi-Fi Connection Race, but players can drop out by switching off their Nintendo DS.

**NOTE:** Players who do drop out of a Nintendo Wi-Fi Connection Championship in this fashion will be penalized points in their Player Ranking. You should try to finish every Nintendo Wi-Fi Connection Championships that you start in order to improve your overall ranking.

At the end of a Nintendo Wi-Fi Connection Championship each player will get the opportunity to invite one or more of the other players to become Rivals. If the other player accepts this invitation, then both players will automatically be added to their respective Rivals lists.

## CUSTOM CHAMPIONSHIPS IN NINTENDO WI-FI CONNECTION PLAY

If the outcome of the vote is that players will compete in a Custom Championship, then each player will next get the opportunity to select one of their own custom circuits by name from those saved on their Game Card.

**NOTE:** Only tracks built in the Track Designer that are Complete will be selectable at this time (see p.27)

Custom Championships will always consist of one to four races made up of one custom circuit for each connected player. If a connected player does not have a complete custom circuit, or does not choose one, or there are less than four players connected then the number of races will be reduced accordingly.

The minimum Custom Championship will consist of two players racing one circuit, while the maximum will consist of four players racing four circuits- one created by each of the players.

## VIEW RANKING MENU

When you select this option you will first need to connect to the Nintendo Wi-Fi Connection.

Once connected the game will retrieve information on the top ranked players at RACE DRIVER: CREATE AND RACE in the World. The Rankings table shows the following information:

Position	Player Name	Available Points	Points Scored	Races Won	Races Lost
----------	-------------	------------------	---------------	-----------	------------

Your Ranking and position will be shown highlighted in the list, so you can see how you compare to other people around you.

## CUSTOMIZE VEHICLE

The Customize Vehicle Menu allows you to choose a color and set of decals for all of the cars you race in Multiplayer Modes.

First select a color by touching the Touch Screen palette to change shade, or by using the **+Control Pad** to move the cursor around. The top screen will preview your new color scheme.

You can rotate the view around the car by pressing the **L Button** and **R Button**.



To change the Decals on your car, press the **X Button** to toggle the bottom screen to the Decals Menu.

There are four positions you can apply decals to the car- Bonnet, Left Door, Roof and Right Door. To change the decal applied to each of these positions, either touch the arrows next to the Decal image on the bottom screen or press Up and Down on the **+Control Pad** to select a position and **Left** and **Right** on the **+Control Pad** to cycle through the available decals.

New decals can be purchased in the Rewards Shop.

Once you are happy with the look of your Customized Car, press the **A Button** to save it to your Game Card. You can only store one Customized Car at a time.

To use your Customized Car in a multiplayer Race, press the **Y Button** on the Vehicle Selection Menu.





## TRACK DESIGNER

The Track Designer allows you to design and build your own custom circuits, then race them in single player games, in Multi-Card wireless games and in Nintendo Wi-Fi Connection games.

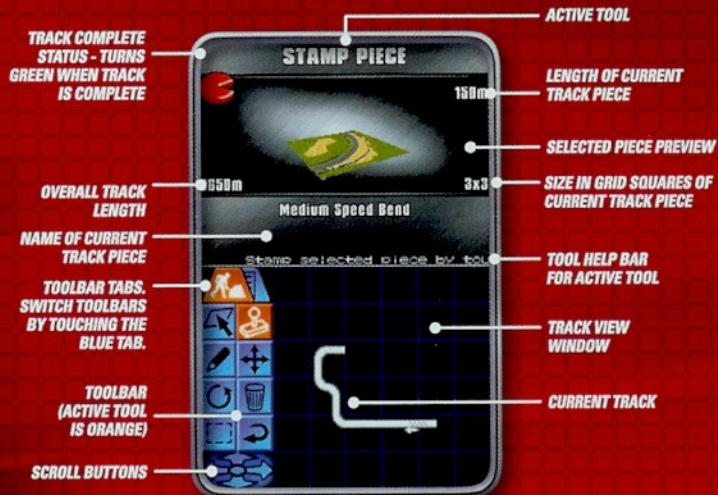
The Track Designer is designed to be used solely with the Touch Screen control of the Nintendo DS. For best results we recommend using the Nintendo DS Stylus to control the Track Designer.

The best way to get to know the features of the Track Designer is to experiment with it. Each of the tools are described opposite, and Help is provided in game in the Tool Help Bar.

### ⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.

## SCREEN LAYOUT



## TRACK VIEW WINDOW

The Track View Window shows a section of the Track Grid seen from above in a two dimensional plan view. The Track Grid is 20 by 20 grid squares in size, but only 12 by 12 of this grid is viewed in the Track View Window at any one time.

The Track View Window can be scrolled around in four directions with the **+Control Pad** or it will scroll automatically whenever you drag a selected piece near to the edge of the window.

To the left of the Track View Window is the Main Toolbar.



## MAIN TOOLBAR

The Main Toolbar contains Icons for the core tools used in the construction of Tracks. It is always locked in position, but will disappear when the player selects certain tools.

Tools can be activated by touching them directly with the stylus and the Touch Screen. Tools can also be selected by holding down the **R Button** and then moving the cursor on the Toolbar over the desired tool.

Disabled tools are shaded grey and cannot be selected.

The currently Active tool is shown in orange and Tool Help for it will be displayed on the top screen. There is always one Tool active at any one time.

You can switch to the **Menu Toolbar** by touching the right hand Tab at the top of the toolbar.



## SELECT PIECE

Touching Select Piece will cause the Select Piece Menu to appear. This Menu fills the bottom screen and contains icons for all of the track pieces that are available. There are three pages of pieces to select from, and these can be cycled through by touching the Tabs at the top of the screen. Track Pieces are arranged on pages by type- Straights, Bends and Scenery.

Each Page also has sub-pages and these can be accessed by touching the Sub-Tabs beneath the three main tabs.

A cursor appears over one of the Piece Icons and can be moved around with the **+Control Pad** or positioned directly with the stylus. Touching a Piece Icon or moving the cursor over it will select that piece for previewing. A 3D representation of the selected piece will now appear on the top screen as well as the name of the piece and its size.

To select a Piece for use you now press the **A Button** or touch on the Accept icon. This will return you to the Track View Window with the selected Piece remaining on the top screen and the Designer automatically switched to Stamp Piece mode.

## STARTING GRIDS

The first time you begin a new track, you will be forced into Stamp Piece Mode with the Starting Grid piece selected which you must place. Every circuit must have a Starting Grid, so the game forces you to place one to remind you.

Only one Starting Grid can ever be placed on a Track.

The Starting Grid has an arrow on it which indicates the direction of travel around the track- so if you want to change this, you simply need to rotate the Starting Grid around.



## STAMP PIECE

When this tool is active, the currently selected Piece (shown on the top screen) will be stamped onto the Track Grid wherever you touch it with the stylus. This mode will be automatically selected whenever the user returns from the Select Piece Menu.

This tool allows you to quickly place down sections of one piece, simply by touching the screen where you wish them to be. You can also drag a piece into position by touching the screen with the stylus and keeping it held there while you drag the piece around. When you release the Touch Screen, the piece will be stamped.

Whilst positioning a piece using this drag and drop method, you can also rotate the piece through 90 degrees by pressing the **L Button**.

All Pieces are made up of one to sixteen grid squares and will automatically snap into place when stamped. Stamped pieces will automatically be placed on top of and replace any existing pieces.





## FREE DRAW

The Free Draw Tool is designed to help you quickly lay down a track without having to use the Select Piece Menu at all.

Once you have selected this tool, you can lay down track pieces by touching and drawing on the Touch Screen. As you draw a track onto the Grid, the tool will automatically update the type and rotation of the pieces to create a continual track. So if you draw a straight line from West to East and then turns to continue the line to the South, the tool will automatically insert a 90 degree bend in place to join the two straights.

The Free Draw tool can only be used to layout Track Pieces with simple right angled corners, but it does provide a quick way of blocking out a track which can then be further tuned and enhanced later.



## MOVE PIECE

The Move Piece tool lets you touch and drag pieces or selections around in the Track View Window. This is done by using the stylus to literally touch and drag an existing piece to a new location, as soon as you release the screen the selection will be dropped, overwriting any pieces underneath.



## ROTATE PIECE

Rotate Piece lets you rotate the highlighted piece or selection. You simply directly touch an existing piece in the Track View Window, to rotate it clockwise through 90 degrees.



## DELETE PIECE

Delete Piece will remove pieces or selections from the Track Grid as they are touched.



## MARQUEE SELECT

This tool lets you select multiple pieces at one time by drawing a rectangular marquee around them. This is achieved by touching and dragging to create the marquee. The shape of the Marquee will adjust in real time as you drag away from where you first touched- always remaining a rectangle. Single pieces can also be selected using this technique- simply by drawing a smaller rectangle that surrounds the centre of the piece.

You can now use the Stamp, Move, Rotate and Delete tools with the current selection. Stamp will effectively act as Copy and Paste- allowing you to stamp copies of the current selection anywhere you please.

To reset the Current Selection, either select Marquee Select again, or touch the Select Piece Menu.



## UNDO

Touching this icon will undo the last change to the track you made. Touching it a second time will then Redo, returning the track to its first state before the original Undo.

**NOTE:** Only definite changes to the Track can be undone- so if for example you draw a long section of track with the Free Draw tool and then choose Undo, the entire section you last drew in one action will be undone.



## MENU TOOLBAR

This separate Toolbar contains all of the icons for Track Designer operations that you are unlikely to want to use repeatedly during track construction. As with the Main Toolbar, help tool tips will appear on the top screen as icons are selected.

You can switch to the Main Toolbar by touching the right hand Tab at the top of the toolbar.



### CHANGE SKY

This option lets you select a sky to surround your track. Initially only a single sky is available in the Track Designer, but you can purchase more in the Rewards Shop.



### CHANGE STYLE SET

This option lets you switch the style or appearance of your track between two types- Grand Prix and Street. Every track piece will be automatically switched when this is selected. It is not possible to mix pieces from different Style Sets. Initially only the Grand Prix style is available. The Street style must be purchased in the Rewards Shop.



### TRACK PREVIEW

Upon selecting this tool, the top screen will change to show the track in 3D, the camera will now attempt to fly around the track, until it reaches a dead end or cannot continue.

To exit the Preview press **START** and choose QUIT.



### TEST DRIVE

This tool is only available if the current track is in a Complete state, otherwise the tool will be locked and shaded out. Upon selecting this tool, the top screen will change to show a car on the starting grid. You are now free to drive around your partially constructed track to try it out.

To exit the Test Drive press **START** and choose QUIT.



### TEST RACE

This tool is only available if the current track is in a Complete state, otherwise the tool will be locked and shaded out. A circuit is only complete when it has a continuous flow of track with no gaps or dead ends. Complete tracks are indicated by the lion on the top screen turning from a Red Circle with a wedge missing to a solid Green Circle.

Upon selecting this tool, the top screen will change to show a car on the starting grid. You can now race against a computer controlled opponent on your circuit to test how well other cars drive it, and how well it races.

To exit the Test Race press **START** and choose QUIT.



### NAME TRACK

This option lets you enter a 10 digit name for their track using a Keyboard on the Touch Screen. Naming tracks makes it easier for you to save/load them and use them in Championships.



### SAVE TRACK

This option lets you save your Track to the Game Card. You can save up to eight tracks at any one time. Once you have selected Save Track, simply select a slot to save it into and press the **A Button** to Accept.



### LOAD TRACK

This option lets you player load a Track you previously saved to the Game Card. Once you have selected Load Track, simply select a track to load and press the **A Button** to Accept.



### NEW TRACK

This option deletes the track currently in memory in the Track Designer and begins a new one with an empty Grid.



### QUIT

This option is used to exit the Track Designer and return to the Main Menu.



## COMPLETED TRACKS

Completed Tracks can be raced in Free Race mode against computer opponents, or in Multi-Card Play and Nintendo Wi-Fi Connection play. To achieve this, you must first ensure that your circuit is Complete, then save it, before returning to the Main Menu. When you reach the Championship Selection Menu in any of the aforementioned game modes, choose Custom Championship to race one or more of the circuits you have created in the Track Designer.

## TIPS FOR USING THE TRACK DESIGNER

- Remember you can use the +Control Pad to scroll the Track View Window around.
- A good way to start is to use the Free Draw tool to quickly sketch a layout, then use Stamp Piece to add more interesting bends and straights.
- Practice using the stylus to drag and drop pieces into position. Be careful as pieces will overwrite your existing track when you drop them on top. You can also quickly rotate pieces while dragging them by pressing the L Button.
- If you make a mistake tap the Undo Tool once.
- The best circuits will feature a mixture of long straights and interesting bends. Too many tight bends will not make for a fun circuit to drive.
- You can purchase many more Track Pieces in the Rewards Shop.

## EXTRAS MENU

### REWARDS SHOP

As you play through World Tour mode, Pro Tour Mode, and complete Simulation games, you will earn Reward Points. These can be spent on new items in the Rewards Shop. Initially only some items will be available to purchase, but as you progress through the game, new items will be unlocked.

There are five categories of Rewards:

**New Challenges:** When you complete the first series of Challenges, you can purchase more.

**Bonus Championships:** As well as unlocking Championships by playing through World Tour, once you have completed it, you can purchase additional Bonus Championships to use in Simulation modes.

**Cheats:** Purchase Cheat Codes to use in the game.

**Track Designer Items:** New Track Pieces, Skies, and even a whole new Style can be purchased here.

**Customisation:** New Livery decals to use on your Customized car in Multiplayer Games.

Once you have selected a category, you will see a list of available items to purchase on the bottom screen.

Select an item to preview by scrolling up or down with the +Control Pad or by touching the Arrow icons on the Touch Screen. The cost of the item will be shown on the top screen, together with how many Points you have remaining.

To purchase an item simply press the **A Button** or touch the Purchase icon.

## RECORDS

The Records Menu is where you can view information about your progress and best times achieved in the game so far. You can also compare your Time Trial records to the best in the World!

## HISTORY

View detailed statistics on your progress in the game in the History Menu. Scroll the list up and down with the **+Control Pad** or by touching the Arrow icons on the Touch Screen.

## TIME TRIAL

View the current Time Trial lap records for every Championship Circuit. First select a Championship to view, then a Circuit.

## MULTIPLAYER

View your Multiplayer records against each of your Friends. The top six Friends you have played in Multiplayer will appear here, with information on the Championships and Races Won and Lost. Scroll through this list of players using the **+Control Pad** or by touching the Arrow icons on the Touch Screen.

## ONLINE RECORDS

Select View Global Records to see the best lap times in the World for each Championship and Circuit combination. Select a Championship, then a Circuit to view the current best lap time table. Once this table appears you can press the **X Button** to Download and save the best lap time to your Game Card. This will replace the current best lap record for that Championship Circuit. You can now attempt to beat this record lap time offline.

Select Upload My Lap Records to compare all of your current Time Trial Lap Records with those posted online. This process may take a few minutes. Once complete you will be shown if any of your Lap Records for any of the Championship Circuits have made it onto one of the best lap time Table. If you have a new record then this will be saved online, and set a target for other players around the world to beat!

Select Disconnect and Quit to return to the Records Menu.

## CHEAT CODES

This menu allows you to enter Cheat Codes to activate Cheats in the game.

Cheats that you have already unlocked are shown in a list. Select a Cheat by pressing **Up** or **Down** on the **+Control Pad**, then Activate or Deactivate a Cheat by pressing **Left** or **Right** on the **+Control Pad**. A tick will be shown next to Cheats that are active.

**NOTE:** All automatic Saving will be disabled when any Cheat is active. Any progress you make in the game with a Cheat active will not be saved when the game is reset.

You can also enter new Cheat Codes here by pressing the **X Button**. Enter the Cheat Code using the number pad that appears then press the **A Button** to Accept. If you have successfully entered a Cheat Code it will now appear in the list of available Cheats.

As well as manually entering Cheats using this menu, you can also purchase them in the Rewards Shop.

## REGISTER FOR FREE CODES!

This screen gives you information about Registering your copy of RACE DRIVER: CREATE AND RACE online. You will receive free Cheat Codes in return for Registering your game.

## CREDITS

View the names of the people who made RACE DRIVER: CREATE AND RACE.



## OPTIONS MENU

The Options Menu allows you to change many of the Game Settings. Change settings using the **+Control Pad** then press the **A Button** to accept the changes, or press the **B Button** to go back and cancel them.

When you make a change to a Game Option, it will automatically be saved to the Game Card.

### SELECT LANGUAGE

Change which language all of the game's text is displayed in. Choose from English, French, Italian, German, and Spanish.

### PLAYER NAME

Change your name in the game using the virtual keyboard.

### SOUND

Switch between three Sound Modes for all audio in the game. The Headphones setting should be used when you are playing the game using headphones. The Stereo or Surround Sound settings should be used when using the Nintendo DS speakers. You can also toggle the Music On and Off in this menu.

### CONTROLS

Change the Control setup during game play.

#### STANDARD/SHOULDER PEDAL

There are two main Control Options available. Standard uses the default buttons described at the start of this manual (see p.4). Shoulder Pedal swaps the Accelerator Button (**A Button**) with the **R Button** and the Brake Button (**B Button**) with the **L Button**.

#### GEAR SHIFTING

Switch between using Automatic Gear Shifting and Manual Gear Shifting. If using Manual Gear Shifting then you Shift Up a Gear by pressing the **R Button** and Shift Down a Gear by pressing the **L Button**.

**NOTE:** When playing Pro Tour, Manual Gear Shifting will be enforced regardless of this setting.

### HANDED

Switch between Right handed or Left handed control. The default control is Right Handed, as described in the Controls section (see p.4).

Switching the control to Left Handed will swap the functions of the +Control Pad and the Buttons. The car will now be steered using the **A Button** to turn right and the **Y Button** to turn left, while the **+Control Pad** can be used to accelerate (Right), brake (Down) and Handbrake (Left).

### DISPLAY

Change the Display setup during game play.

#### DEFAULT CAMERA

Change which camera view is used during racing. There are three possible Camera Settings:

**Chase:** Camera is behind your car.

**Bonnet:** Camera is positioned on the bonnet of your car.

**Bumper:** Camera is positioned on the front bumper of your car.

You can also change the Camera setting during the game by pressing SELECT.

#### DIAL READOUT

Switch the display of your speed between Miles Per Hour or Kilometers per Hour.

#### RPM DIAL

You can turn the RPM Dial in the game on or off with this Option.

### DELETE ALL GAME DATA

This option allows you to delete all of your saved data on the Game Card, returning the game to the state it was in when first purchased. Caution should be exercised when selecting this option to ensure you do not accidentally delete all of your progress in the game.

## RUMBLE PAK

This game is compatible with the Nintendo DS Rumble Pak (sold separately). The Rumble Pak includes built-in features that rumble while you play, providing realistic feedback. Please read the following before you play the game with Rumble Pak enabled.

- Make sure the Nintendo DS is turned off.
- Insert the Rumble Pak into Slot-2 on the front of the Nintendo DS (the label should face toward the bottom) just like loading a Game Boy Advance Game Pak.
- Make sure to turn the power off before removing the Rumble Pak.

## TROUBLESHOOTING

- Nintendo DS Rumble Pak is making a sound  
-When the Rumble Pak is inserted, it will make sounds during game play.
- Does not rumble  
-Make sure the edge connector of the Rumble Pak and the Nintendo DS system (Slot-2) are not dirty.
- Does not stop rumbling  
-Make sure the edge connector of the Rumble Pak and the Nintendo DS system (Slot-2) are not dirty.

If the Rumble Pak does not work properly after following these troubleshooting measures, please call Nintendo customer service.

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